INSTRUCTION BOOKLET

NES-6J-USA

BO JACKSON BASEBALL™

DATA EAST

Please read this instruction booklet to ensure proper handling of your new game and then save the booklet for future reference.

Precautions

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high-precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
- Avoid touching the connectors, and do not get them wet or dirty. Doing so may damage the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

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Nintendo ENTERTAINMENT SYSTEM®

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Know Bo.

His real name is **Vincent Edward Jackson,** *but to America—and the world—he is simply Bo. Born in a small town not far from Birmingham, Alabama, Bo was blessed with athletic capabilities far beyond the average player. In fact, some of the popular commercials you've seen on T.V. are not exaggerations—Bo has played everything from football to cricket. But baseball stands alone at the top of his list.* ***Bo Jackson Baseball*** *brings you the thrill and excitement Bo himself experiences in front of 50,000 screaming fans.*

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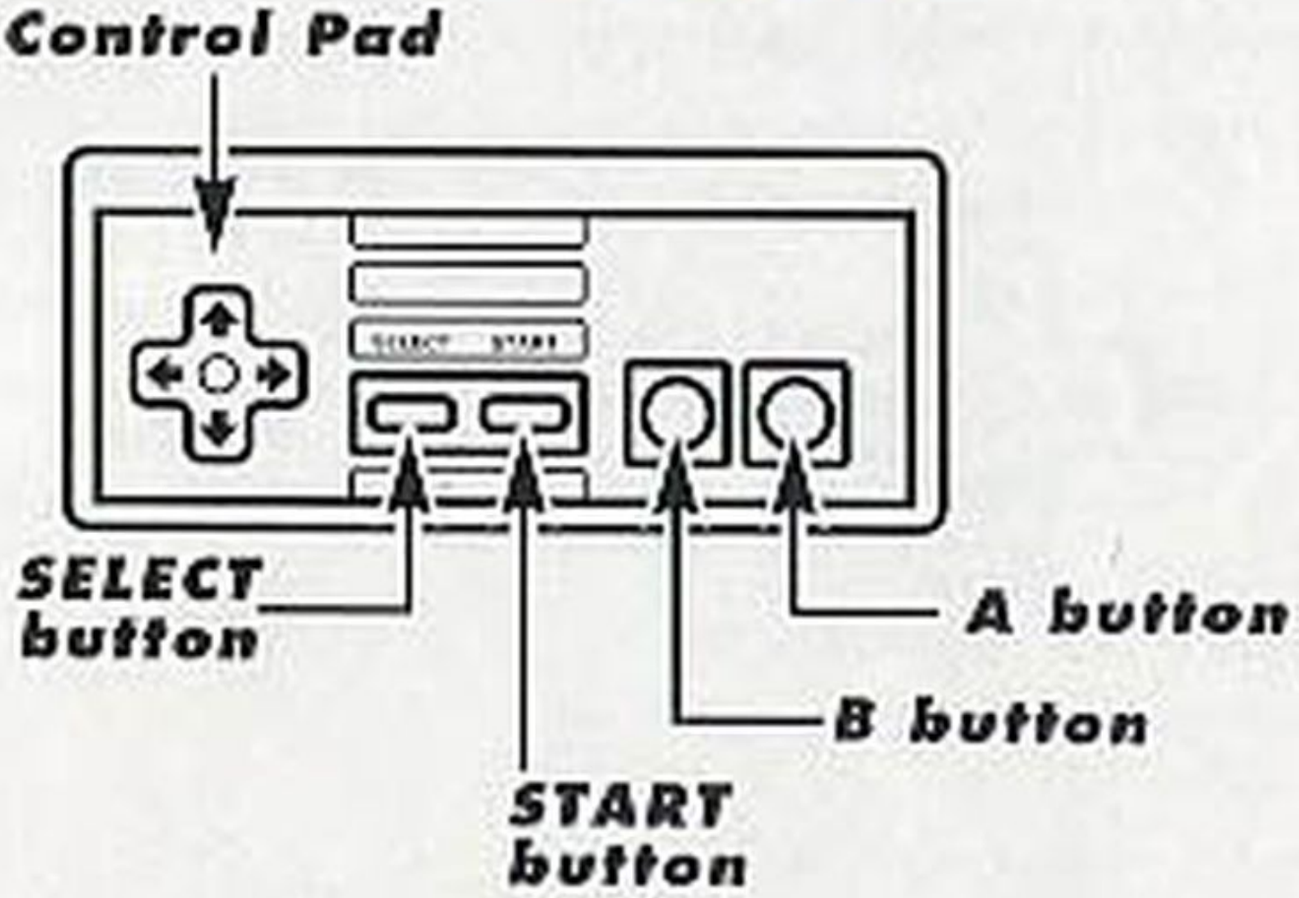
Advisory: READ BEFORE USING YOUR NES/SUPER NES - A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

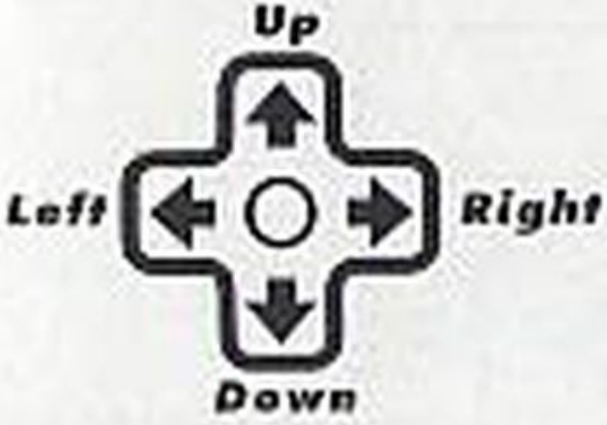
Warning: DO NOT USE WITH FRONT OR REAR PROJECTION TV - Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

Names of Controller Parts



Operating Instructions

This manual refers to the following directions:



Pitching:

Control Pad:
Points to desired type of pitch. Moves pitcher left/right on the mound. Points to base to throw for a pickoff. Selects speed of pitch. Controls pitch movement on its way to the plate.

A Button:
Selects the type of pitch you point to. Throws the pitch at the speed you select.

B Button:
Throws pick-off to base you point to.

Defense:

Control Pad:
Moves defensive players on the field. Points to the base to throw to. Points to the base to run to.

A Button:
Has your defender dive or jump for a ball. Throws the ball to the base you point to.

B Button:
Runs to the base you point to when the player has the ball.

Offense:

Control Pad:
Points to desired batting style. Points to base to run to. Points to base you wish to steal.

A Button:
Selects the batting style you point to. Runs BACK to the base you point to.

B Button:
Runs FORWARD to the base you point to. Steals base you point to.

Select Button:

- Call timeout during game to make lineup changes.
- Select Options on the Lineup Screen.

Pre-Game Warm Ups

Make sure your Nintendo Entertainment System is turned off. Put the **Bo Jackson Baseball** Game Pak into the system and press the POWER button on the front of your Nintendo machine. Press A BUTTON at the **Bo Jackson Baseball** title screen to open the Game Selection Menu. Press A BUTTON to bypass credits screens.

Note: After a few seconds at the Game Selection Menu, the NES will automatically choose a NES vs. NES demo if you do not choose another option. To end the demo, press any button on the controller.

The Game Selection Menu

Use the CONTROL PAD UP or DOWN to move the cursor on the screen to your desired choice, then press A BUTTON to select one of these game options:

Player vs. NES

Select this option for a one-player game against the NES.

Player vs. Player

Select this option for a two player game against a friend.

NES vs. NES

Select this option for a demonstration game with both teams controlled by the NES.

Play Offs

This option will choose Play Offs mode, which is fully detailed in the "Play Offs" section.

The Team Selection Screen

The Team Selection Screen lists all the teams you can play with or play against. Player 1 (Controller 1) always has the first choice, then Player 2. In one-player games or demonstration games, Player 1 will choose both teams—with the first team picked being controlled by Player 1 in one-player games. To choose a team, use the CONTROL PAD to move the arrow to the team desired, then press A BUTTON.

The Lineup Screen

After choosing your teams, the Lineup Screen will appear. The SELECT BUTTON will let you move to different sections of the Lineup Screen to make changes to your starting lineup. If you do not wish to make changes—or after you are through making changes—and are ready to play, press SELECT BUTTON until the arrow points to "End Team Set-Up" and then press A BUTTON.

Player Ratings

Players are rated as follows:

Pitchers

ERA—Earned Run Average:
This number indicates how many earned runs the listed pitcher allows statistically in an average nine-inning game.

ST—Stamina:
Rated from 1 (lowest) to 5 (highest), this rating indicates how durable the listed pitcher is.

CO—Control:
Rated from 1 (lowest) to 5 (highest), this rating indicates how good the listed pitcher's control is.

All Other Players

BA—Batting Average:
This number indicates the statistical likelihood, on a percentage basis, of the listed player getting at least a base hit.

SL—Slugging Percentage:
This number indicates the listed player's ratio of total bases to times at bat—it's an effective way of determining your power hitters.

SP—Speed:
Rated from 1 (lowest) to 5 (highest), this rating indicates how fast the listed player is.

TH—Throwing Ability:
Rated from 1 (lowest) to 5 (highest), this rating indicates how hard and fast the listed player will throw.

Starting Pitcher

Your first decision will be your starting pitcher. The name highlighted on the screen is your current starter. Below this are other pitchers on your team—to view the rest of the pitchers on your roster, use the CONTROL PAD UP or DOWN to move the arrow to the option "More Players" and press A BUTTON.

Once you've determined which pitcher you want to start the game, move the arrow to that pitcher's name and press A BUTTON. The original starter and the one you just selected will swap places on the screen, with your new pitcher now in the starting lineup. After choosing your starter, press SELECT BUTTON to go to the next menu option if needed.

Batting Order

Your batters are listed in order from 1 to 9. To move a player to a different spot in the order, move the arrow to that player's number in the order and press A BUTTON. Then move the arrow to the spot in which you want to place that player and press A BUTTON again. Continue this process until you have all your players where you want them in the order. When you are done, press SELECT BUTTON.

Defensive Positions

Your players' positions are listed to the right of their names. To move a player to a different position, move the arrow to that player's listed position and press A BUTTON. Then press CONTROL PAD RIGHT until the desired ➤

position you want for that player appears. Press A BUTTON again and the NES will automatically swap positions with the player that was playing the selected position previously. Continue this process until you have all your players where you want them. When you are done, press SELECT BUTTON.

Substitutes

As with your pitchers, you have a number of possible substitute players available on your roster—shown in the same place where your pitchers were listed earlier.

If you want to place one of these players in the starting lineup, move the arrow to the sub you want and press A BUTTON. Then move the arrow to the starting player you want to replace and press A BUTTON. After all your substitutions are done, press SELECT BUTTON. When you complete all your team set-up, choose End Team Set-up.

Order of Set-up menus is as follows:

- Choose Pitcher
- Sub Batter
- Change Batting Order
- Change Fielding Position
- End Team Set-up

Play Offs

Play Offs are a four-team play off series followed by a championship series for the two winners. All game set-ups operate exactly as detailed previously, with a few exceptions:

- At the Team Selection Screen you will choose four teams—one from each division—to participate in the play offs.
- You will see an additional selection menu, The Play Off Tree Screen, which will show you the four teams in the play offs followed by the number of games that team has won in the series—the play offs and championship are either best-of-three, five or seven games, depending on your selection as to length of the series.
- You will also have another game selection menu at the bottom of the screen that allows you all the options of the first menu, with one addition—NES vs. NES...Quick.
- NES vs. NES...Quick will instantly play the game listed and take you directly to the final scoreboard— you'll find this speed play quite useful in trying to get through a complete League Play session quickly, which could take 21 games in all.

Game Settings

You can adjust gameplay of **Bo Jackson Baseball** exactly to your desires by selecting Game Settings at the Main Game Menu and pressing A BUTTON. The following items describe your options at the Game Settings Menu:

Music

Press A BUTTON to toggle the music on or off.

Icons

Press A BUTTON to toggle the game icons on or off. This option turns the game's Icon Interface on and off. Bo Jackson Baseball features an Icon Interface that you'll find useful during ➤

your games, as it will show you your various Control Pad choices for pitching and batting. After you know the options and no longer need to see the icons in future games, you can turn them off by moving the cursor to this option and pressing A BUTTON. The line will then read "Icons Off," at which point you can select the type of game you'd like to play from the other options.

Number of Innings

Press A BUTTON to click through to the number of innings you want to play—you can choose any number of innings between 5 and 9.

Level of Play

Follow the same selection process to set the level of difficulty for Player 1 and Player 2—the NES in a one-player game. From least difficult to most difficult, the three levels are: Little League, Big League and All Star League.

Screen View

You have the option to choose which perspective you want to play Bo Jackson Baseball in. Your selections are BATTER VIEW or NORMAL VIEW. Selecting BATTER VIEW the game will always play from over the batter's shoulder perspective.

Selecting NORMAL VIEW will switch your viewing perspective between over the batter's shoulder and the pitcher's view, depending on whether you're playing offense or defense.

In two-player mode, the game will play only from over the batter's shoulder perspective.

Stealing With Icons

You have the option of selecting whether base-runners are or are not allowed to steal while the Icons are displayed on the Game Screen. To allow stealing while the Icons are on screen, select Icons ON for this item. To eliminate stealing while Icons are present select Icons OFF.

You can always steal during game play when icons are not on the screen.

You must choose "Icons ON" to allow stealing when icons are present on the game screen.

Playoff Series Games

Choose the number of games—best of 3, 5 or 7—that will make up the Play Off Series.

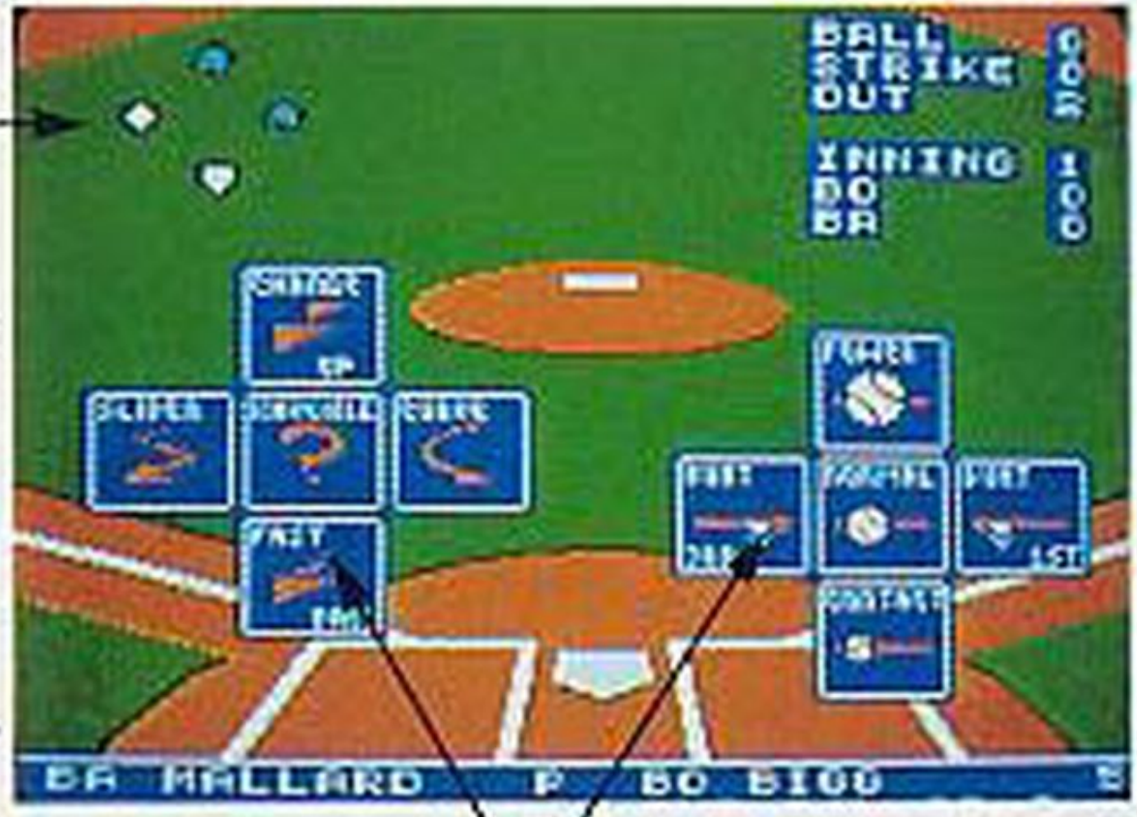
Replays

You have the option of selecting Replays ON or OFF. Selecting Replays ON will show you game replay of all double plays, homeruns and an occasional close out.

Done

After making all your selections, highlight DONE and press A BUTTON.

The Game Screen



Base Runners

The base paths indicate base runners' positions

Player Data

➤ On defense: lists Pitcher

Icons

Show players their CONTROL PAD options

Player Data

➤ On offense: lists batter, spot in batting order, batting average and running ability

Scoreboard
Provides current score and game data

Play Off screen

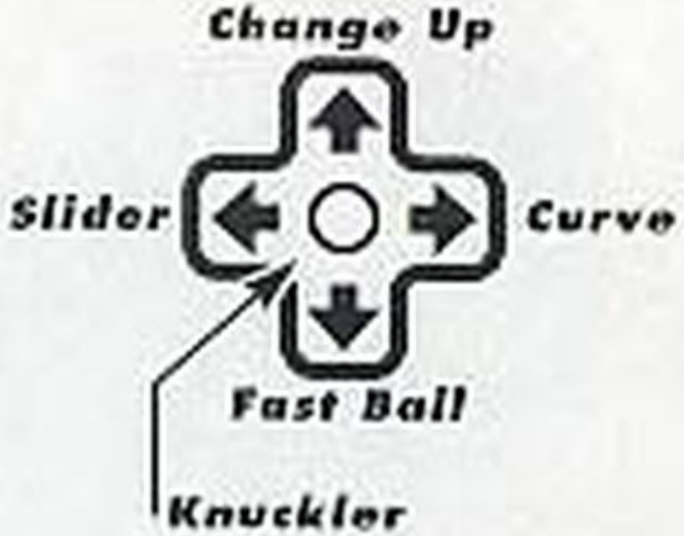
Batter Perspective with Icons Not Showing

Pitcher Perspective with Icons Showing

In the Field

Pitching
Your Pitches

As a pitcher you have five different pitches you can throw—each of them at three different speeds, for a total of 15 in all! First you need to choose from the five basic pitches shown in the Icon Interface (Icons are not shown if you chose "Icons Off" in the Game Selection Menu, but you'll make your choices on the Control Pad the same way). Point the CONTROL PAD to the pitch you want to throw—do not point in any directions for a Knuckler—and press A BUTTON. The Icon directions are as follows:



Positioning Your Pitcher

Next you choose the position on the pitching rubber from which you want to pitch by moving the CONTROL PAD LEFT or RIGHT until you find a comfortable place to toe the rubber.

Pitch Speed

To throw your selected pitch at its slowest speed, press and hold CONTROL PAD UP and then A BUTTON. Press A BUTTON alone to pitch the ball at medium speed. CONTROL PAD DOWN and A BUTTON throws your selected pitch as fast as it will go. You should note that throwing the hard stuff will wear down your pitcher's stamina much more quickly than having him throw normal or off-speed pitches.

"Hey...Ump, Check That Ball!"

In tough situations, pitchers have been known to reach into their bag of tricks–or the bill of their caps, their necks, underarms, or wherever they keep the greasy-kid stuff. You have the option of putting a little something extra on the ball in those real jams. Once the ball is on its way to the plate, press CONTROL PAD LEFT or RIGHT.

The Pick-Off Move

Once you've selected your pitch, you can try to pick-off a runner on base by pressing the CONTROL PAD in one of the following base directions—which will also be used later in "Throwing" and also in "Running"—and press B BUTTON:

Goin' to the Bullpen

To bring in a relief or substitute pitcher, press SELECT BUTTON. The pop-up menu allows you three options:

Substitute Pitcher

Move the cursor to this selection and press A BUTTON to pick a new pitcher from the Roster Screen, which operates as it did earlier. From the Roster Screen, press SELECT BUTTON to return to the game.

Play Ball

This selection lets you return to the game if you change your mind about the substitution.

Exit Game

If you're really getting drilled, this option lets you start a new game.

Defense

Fielding

When the ball is hit, the fielder with the best chance of making the play will be automatically activated by the NES—he will begin flashing to indicate that this is the player you are controlling. Use the CONTROL PAD to move that fielder to make the play. In the case of a fly ball, position the player under the ball to make the catch. With grounders, get the player in front of the ball's path to pick it up.

Diving and Jumping

To dive after a ball on the ground, press A BUTTON and the CONTROL PAD left or right in the direction you want your player to dive. Pressing A BUTTON alone will have your active

defensive player jump straight up in the air to go for a ball hit over his head.

Throwing

Throw the ball by choosing the base to throw to pressing and holding the CONTROL PAD—as you would with pick-offs: DOWN/Home, RIGHT/First, UP/ Second, LEFT/Third—and then pressing A BUTTON. This also applies to a catcher throwing out a runner trying to steal.

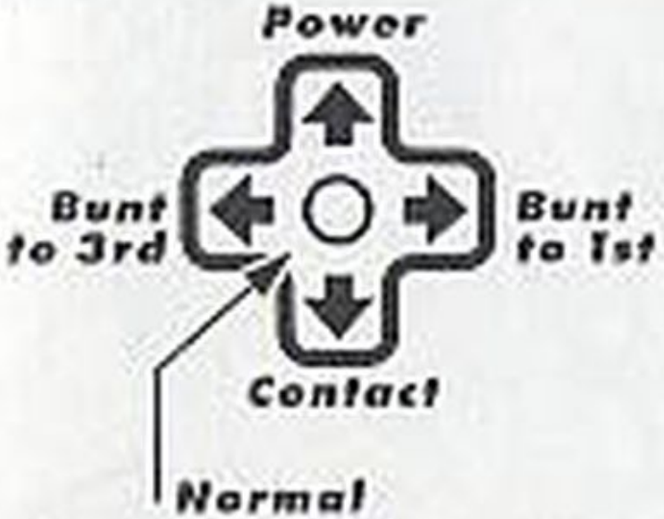
If you do not designate the base to throw to with the CONTROL PAD, pressing A BUTTON alone will have the defensive player automatically throw the ball to first base. To have a fielder run to a base while holding on to the ball, choose the base in the same manner as throwing and press B BUTTON.

At the Plate

Batting

Hitting Style

As you did with pitching, you have five icon choices for your approach to hitting each pitch—selected by pressing and holding the CONTROL PAD in one of the following directions and pressing A BUTTON:



You can choose to bunt down either the third-baseline or first-baseline by selecting CONTROL PAD LEFT or RIGHT respectively. CONTROL PAD DOWN will increase your chances of making contact with the ball, but will reduce the power in your stroke. CONTROL PAD UP will do the exact opposite—increasing power while decreasing likelihood of making contact. A normal swing is between those two extremes—just press A BUTTON with no direction.

Swinging the Lumber

After choosing your batting approach, the pitcher will do his stuff. Timing is everything in hitting the ball. To pull the trigger, press A BUTTON.

Pinch Hitters

You can bring in a pinch hitter for any batter in your lineup by following the same procedure detailed in "Goin' to the Bullpen."

On the Basepaths

Controlling Your Runners

After you hit the ball, the batter will run automatically—as will all runners on base that are in a force situation. You however, control all runners that are not being forced, including the batter as soon as he reaches first. To advance runners to the next base, press and hold the CONTROL PAD in the direction of the base you want to run to and press B BUTTON. If you want a runner to return to his last base, again point to the base, but this time press A BUTTON. The bases and the runners on them are shown as small batter's helmets on the basepaths in the upper left corner of the screen, so as you watch the fielders handle the ball, you can also track your runners.

Stealing

You can try to steal a base by using the CONTROL PAD to point to the base you want to steal and pressing B BUTTON. You can even pull a double or triple steal by following the procedure in succession for each base. Again, the small diamond in the upper-left corner of the screen will indicate each runner's position.

If you chose "Stealing With Icons OFF" in your game set-up and you are playing with the Icons showing, you will not be able to steal a base until after all Icons selections are made by both players—at that time the Icons will disappear from the screen and you'll be allowed to steal. However if you selected "Stealing with Icons ON," you can attempt a steal at any time.

Strategy and Hints

Bo Jackson Baseball *follows standard baseball rules—which for the most part haven't changed in more than 100 years, making the sport America's true pastime. Some basic baseball strategies also apply to* ***Bo Jackson Baseball:***

- **"Good pitching will beat good hitting every time."** Make sure you've mastered your skill on the mound before tackling other areas of the game.

- **"Hit 'em where they ain't."** Your contact hitters are instrumental to winning ball games. A homer is almost a waste without runners on base.

- **"Defense wins championships."** Focus on developing your defensive skills—especially diving and jumping.

- **"Speed can manufacture runs that shouldn't be."** Base-stealing—with the right players—can make a lot happen for your offense.

- **"It's all in the lineup."** Your management skills can make the difference in tight games. Having the right player in the right place on the field and in the batting order are essential to total domination of opponents—and the NES.

- **"Bo is awesome."** You can play with Bo in your lineup...you can even have Bo on any team...in fact, with a little scouting and detective work you'll be able to field an ALL-BO team. Good luck.

BO JACKSON BASEBALL™
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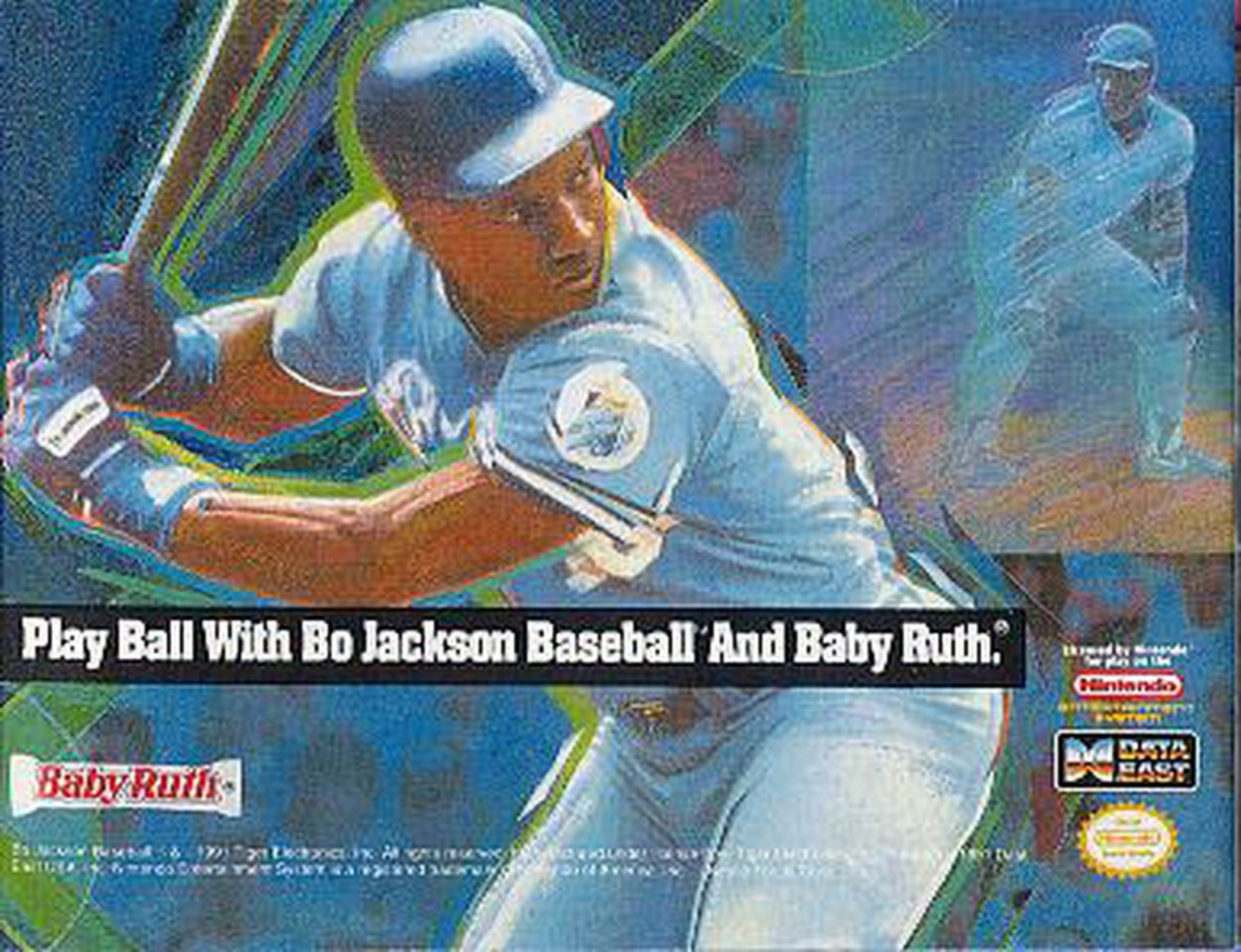
Play Ball With Bo Jackson Baseball And Baby Ruth.
Baby Ruth
Nintendo
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Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures: •Reorient the receiving antenna •Relocate the NES with respect to the receiver •Move the NES away from the receiver •Plug the NES into a different outlet so that the NES and receiver are on different circuits. If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

Limited Warranty

Data East USA warrants to the original purchaser only that the cartridge provided with this manual and the software program coded on it will perform in accordance with the descriptions in this manual when used with the specified equipment, for a period of 90 days from the date of purchase. If the program is found defective within 90 days of purchase, it will be replaced. Simply return the cartridge to Data East USA or its authorized dealer along with a dated proof of purchase. Replacement of the cartridge, free of charge to the original purchaser (except for the cost of returning the cartridge) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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